Storm Of Chaos

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Storm of Chaos

By Elliots Last Gasp

Scenario Background

In the Land of Aguyna terror roams the streets and havok reigns over the skies yet still inside all the darkness and corruption four Heroes emerge to fight the shadow, and it all starts in the Fallen Frog Family Inn as an old man pulls up a rotten musky chair to the table and places down a mug of ale.

Mission Goals

Before you play the Quest 'The Spiridons Curse' please take note that you are going need all Descent equipment avaliable you can maybe get away without Road to Legend but the others are essential.
Also this is going to be a set of 25 quests all linked together but they do not need to played one after the other1-25 although this is how they will be realeased. I hope to have the series finished by January 2010 if not sooner. All comments are welcome on the Descent website and if you have any ideas for future quests they are also welcome as well. Any problems or questions merely email me.
There are Two Ways to play these 25 quests one is one after the other seperate as different adventures or to play with copper and silver level monsters (Like in Road to Legend) split up between the levels and the Heroes keep their equipment to those respected copper, silver, gold levels, meaning that a gold chest in adventure two would still be copper in fact. This second way may need some of your own invension to work.
Hope You Enjoy the Adventures!
PS. The Title Page 'Storm of Chaos' takes quite a bit of ink so if you print this either use your printer at work or ask your Dad to do that for you otherwise have ink supplies ready!

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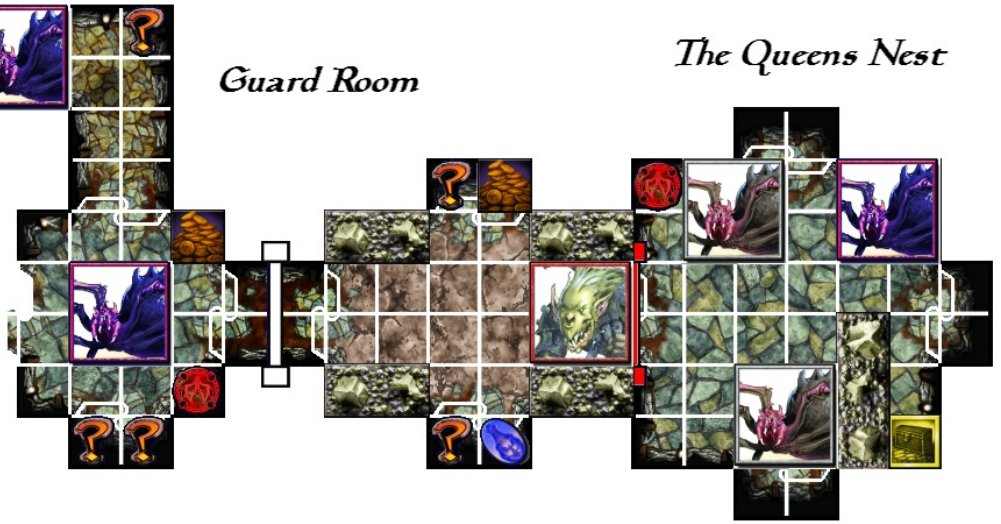
The Spiridons Curse

Inferno Hall

Collapsing Cavern

Sticky Walls

Fungus Garden



Guard Room

The Queens Nest

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The Spiridons Curse

By Elliots Last Gasp

Scenario Background

The old man took a swig at his ale then spat it out on the dirty carpet floor.
The barmaid put her hand on her hips angrily and yelled across the almost empty room ", I s'pose you're gona clean it up aftawerds," in an abrupt acsent.
"Hardly my fault it tastes like a Beastman's backside, on a good day," the old man said turning back to the Heroes on the otherside of the table and raising his hat slightly to them. When the Heroes didn't respond the old man smirked to himself then spoke ", I'm Ray Taivtas, former Captain of the King's Private Guard, folks round here call me," but a loud slap of water came as the barmaid smashed her mop on the floor.
"Mad Hat Sting, that's what they call him," the barmaid said putting emphasis on the 'that'.
"Call me what you want but there are far more important matters to be discussed, the King may of kicked me out but I will not abbandon my country. The newly built village of Anvilhurst has been placed above a set of underground caverns, which are the domain of a deadly swarm. Spiridons, venomous and deadly insects, but it's not only that they were cursed by a Witch thousands of years ago to live eternal. However, last week I was able to kill their King I believe that the curse may be failing so now is the time to act. If you do take this upon yourselves you must know that the host, the Queen of the swarm is still down there to finish this entirely you must kill her. Oh one more thing her room is guarded by a devastation of nature the Troll named Dyn-untum you may of heard of him he fought for the Death Lord Harrakal in the last war, good luck with killing him," Mad Hat Sting finished and slammed down his empty mug.

Mission Goals

The Heroes must travel through the underground passages of the Spiridon and kill the Queen of the swarm to end the curse and the threat on the King's new village. All the more Glyphs of Transport the Heroes open all the better, if the Heroes fail the village shall surely be destroyed by the swarm.

Important: All Bane Spiders in this adventure are cursed and have the Undying ability yet only on a blank and not a surge do they return. This includes all spawned Bane Spiders as well.

The Heroes start with 5 Conquest Tokens.

Chests:
Copper 1: 100 coins, 1 Curse,. 1 Conquest Token and a Copper Treasure
Copper 2: 1 Health Potion and a Copper Treasure
Copper 3: 200 coins, 2 Curses, 1 Conquest Token and a Copper Treasure
Silver 1: 150 coins, 1 Curse, 2 Poison Tokens and a Silver Treasure
Silver 2: A Silver Treasure
Silver 3: 2 Conquest Tokens, 3 Curses and a Silver Treasure
Gold 1: A Gold Treasure
Gold 2: 500 coins, 3 Conquest Tokens, 3 Curses and a Gold Treasure

Inferno Hall

After travelling through a hidden vault Mad Hat Sting showed the Heroes they descended down a spiral staircase of black stone till they reached a set of iron doors with an image of a Bane Spider in the middle. As the Heroes came closer the eyes of the giant spider suddenly flared green and the iron doors opened. Yet once open the green was replaced by burning flames on the back of giant beetles, the walls flickered with ember as they sucummbed to the flames.

Important: If a Hero should tread in the Inferno Lava he loses 5 wonds and recieves 3 Burn Tokens. The Lava Beetles are not affected at all by the Lava. The Beastmen in the Inferno Hall are Lava Beetles.

Collapsing Cavern

After opening another iron door with more glowing green eyes. Stepping on the floor suddenly the stone collapsed and a pit gaped open to show a bottomless chamber that seemed to never end yet a strange smell wafted through.

Important: When all monsters are killed read :
The floor finally gave way and the Heroes fall into a room of complete darkness after some time a torch was lit, as a cloaked figure moved in the amongst the shadows.

Sticky Walls

It is barely dim in the room yet cloaked figures can just be made out in the shadows, webs are made out ancient yet some Bane Spiders still linger in them.

Important: One Hero is given a burn token this is the torch no Hero can see anything unless within 2 squares of the torch. The Shades however, can see anywhere. If any Hero treads on a cobweb he is stuck till a Hero cuts him free, the web has armour 0 health 4. (do not lay out these webs until they tread on them). All the Sorcerrors in this room are shades and the skeleton is a deep elf. At the start of the room the Heroes stand were the ?'s are.

Read when the Heroes pick up the Icetooth token:
The item you pick seems to be a large Black Ruby the Heroes pocket it maybe Mad Hat Sting may know more.
(Do not give the Heroes Icetooth)

Fungus Garden

The room stinks, really bad this must be the smell that was wafting into the collapsing room through the escaped air. Poisonous mushrooms are in this room but a glint of light seems to come from them. Maybe they should be investigated then again maybe they shouldn't.

Important: The Master Razorwing her is the Mushroom Gather he is the same as a normal master Razorwing except he has 3 additional wounds.
The gap in the map is a single 1x2 piece with attatching ends.
If the Heroes step on the mushrooms (the mushrooms are the ?'s put out the mushroom counter for them though) then roll the power die:
Enhancement : Nothing they mushrooms
Surge : A Silver Treasure Card
Blank : 6 wounds caused to the Hero
After investigation they are destroyed.

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Guard Room

Dyn-untum towered over the Heroes holding a massive Hammer witha gold handle. "You are no insect, you smell funny me will have to kill you now," Dyn-untum smashed his hammer into the ground as a warning making the floor quake.

Important: Dyn-untum (The Ogre in the Guard room is a Master Troll this is Dyn-untum) is the same as a normal master Troll except he has five extra Wounds two extra Armour Sweep and +2 Damage.
All the ?'s here are skulls they are the same as the ones in the Fungus Garden except ;
An Enhancement does nothing
A Surge gives the Hero a Gold Treasure Card
A Blank and the eyes of the skulls turn blue and do 7 damage to the Hero.
When Dyn-untum dies give the Heroes the Red Rune Key.

The Queen's Nest

All the other doors opened so far had green eyes this one had red however, inside the Hall was a Giant Spider this must be the Queen of the Host. The fumes in this room are very strong causing much coughing and choking yet a voice can still be made out in the gas. "He he he you no like my perfume some say it killsssss then again that may be my fang or even the entire bite."

Important: The Bane Spider here is the Queen and has 8 additional armour and 16 extra wounds and aura 2 as well as an extra green and yellow die when rolling and the Undying here is on a surge. Every time a Hero moves into another sqaure he recieves a poison token when a Hero gets five he loses 3 wounds and all the poison tokens.

If the Queen kills all the Heroes and they lose all Conquest Tokens read :
Anvilhurst will be burn the Heroes realise as the venom destroys the last part of their life. The Heroes lose.

If the Heroes kill the Queen :
The Queen hisses and the curse ends Anvilhurst is saved the Heroes win.

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